

OldUnreal (Engine)

forums, downloads, community, support and development for Unreal, UnrealTournament and other UnrealEngine 1/2 based games



master.oldunreal.com (Multi)	Online	master2.oldunreal.com (Multi)	Online
master.hypercoop.tk (Unreal)	Online	master.errorist.eu (Multi)	Online
master.newbiesplayground.net (Multi)	Online	master.333networks.com (Multi)	Online
master.hlkclan.net (Unreal)	Online		

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For direct access use <https://forums.oldunreal.com>

It's been quite a while since oldunreal had an overhaul, but we are moving to another server which require some updates and changes. The biggest change is the migration of our old reliable YaBB forum to phpBB. This system expects you to login with your username and old password known from YaBB.

If you experience any problems there is also the usual "password forgotten" function. **Don't forget to clear your browser cache!**

If you have any further concerns feel free to contact me: Smirftsch@oldunreal.com

Current reddit thread (dev response too)

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Current reddit thread (dev response too)

by [gopostal](#) » Sun Aug 20, 2017 2:11 pm



gopostal

OldUnreal Member

Posts: 1003

Joined: Thu Jul 31, 2008 9:29 pm

Harry Potter and the Philosopher's Stone had some impressive visuals for the time (2001)



r/gaming • [deleted] • 3y ago
2832 points • 280 comments

I posted about the forum here in the thread. Might bring some traffic.

I don't want to give the end away
but we're all going to die one day



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Chaos Dev "TSK" takes an arrow in the knee

by [Dr.Flay](#) » Wed Sep 19, 2018 5:17 am » in [ChaosUT-Board](#)

2

885

by [Dr.Flay](#)
Wed Sep 19, 2018 10:59 pm



ut99.org's current 3072uu mapping contest

by [EvilGrins](#) » Thu Oct 27, 2016 9:54 pm » in [UnrealTournament General Forum](#)

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805

by [Carbon](#)
Sun Nov 13, 2016 3:19 am

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